OCEANO: STATUS OF EXISTING COMMUNITY FACILITIES

FACILITY STATUS IS ASSESSED ON A SCALE OF VERY COMPLETE (A) TO VERY INCOMPLETE (D)

COMMUNITY FEATURES STATUS NOTES Infrastructure Existing supply is greater than existing demand Water Supply Α Water System* В Moderate per capita cost of needed improvements Sewer System* Low per capita cost of needed improvements Α Storm Drainage* Very high per capita cost of needed improvements D Solid Waste Landfill capacity until 2059 (Cold Canyon) Α Pavement Condition Index (PCI) of 65 percent (within the "good roads" category) **Transportation** Street Maintenance Α Street & Highway System* Low per capita cost of needed improvements Α Bike Lanes and Paths The bike system is 44 percent complete В Transit Three bus routes with seven stops Α Park-N-Ride Lots D No park-n-ride lot The sidewalk system is 34 percent complete Sidewalks В Streetscape Facilities* В Moderate per capita cost of needed improvements **Public Facilities** Public Safety Buildings (Fire) 2,500-square foot living guarters required Public Safety Buildings (Police) One Sheriff patrol station Α Community/Neighborhood Parks Parks provided at 8 percent of County standard Trails D No trail Library space provided at 30 percent of County standard Libraries Community & Civic Facilities One community center Α **Public Services Buildings** Two public service facilities Α Schools1 At or in excess of capacity

¹ Based on San Luis Obispo County 2008 Annual Summary Report. 2012 information being prepared by the school district.

^{*} It is difficult to measure existing conditions quantitatively for these facilities. In these cases, "cost per capita for near-term improvements" is used to determine the facility's "status." The per capita costs for these facilities range from "low" being less than \$180 per capita and "very high" being greater than \$939 per capita. It should be noted that cost per capita is used for comparative purposes only and does not represent any proposed costs or fees to individuals or households.